

LEGO Rock Raiders Screen Saver

Version 1.0 26/04/1999

IDEAS FOR SCREEN SAVER

1. Floating Characters

Animated sprites consisting of approx. 10 frames floating around the screen colliding into each other and bouncing off. Special animations for specific collisions, for example Rock Monster stomps when he hits a minifigure and the minifigure plays 'flee' animation.

Work

Characters and looping animation for minifigures and creatures already done. Would need to render, clean up and possibly palletize sprites.

Simple collision detection and rebound angle determination.

Sound files already created for Rock Raiders triggered by collision events.

Settings

Number of characters on screen

Speed of characters across the screen

Sound on / off.

2. Animation Player

Selected sequences of Rock Raiders animation played full screen on a continual loop.

Work

Sequences already rendered and sound added.

Conversion to desired AVI codec.

AVI player and sequencer.

Settings

Similar to CD playback options i.e. random, selected play list, single animation.

Sound on / off.

3. Stills Viewer

Hi-res. Stills (800x600) displayed sequentially on screen.

Work

Selected stills would be rendered from existing scenes.

Music from the game could be played from the background if full version of game is installed on HD.

Settings

Set delay before next image.

Image themes such as Rock Monster, Explorer, Minifigures or Random.

Sound on / off

4. Drill the Desktop!

Minifigure and drilling vehicle sprites moving around the screen drilling holes on the desktop.

Rather drill desktop icons, 'hole' sprites printed on the screen to avoid coding icon detection and interaction. Rock Monsters emerging from holes and walking off the screen.

Work

Re-use existing animations and sound effects.

Sprites rendered corrected and possibly palletized.

Sprite plotting code with screen refresh based on sprite number maximum.

Settings

Sound on /off.

Number of sprites on screen.

5. Minifigure Showcase!

A bitmap image of a colourfully lit stage carved out of a rock wall is set in the background.

Sprites rendered from all the minifigure miscellaneous animations would be played on the stage. For example play saxophone, punch the air, back flip, clap hands, shiver, eat sandwich, read clipboard, run, fall forwards, fall backwards, get up, throw crystal etc.

If time allows possibly include a chorus line of dancing Rock Monsters in the background to end the show.

Work

Re-use existing animation for minifigures.

Create Sprites.

Model, light and render background image.

Possibly to several 'stages' maybe to represent the different Rock Raider levels.

Use existing sound effects.

Settings

Sound on / off.

Maximum number of performers on screen.

6. Boulder Dodge

A simple game where Rock Monsters throw boulders from caves at the top of the screen.

The player can control a minifigure that moves left to right taking power crystals from the back of a truck on the left to a refinery on the right. A counter keeps score of the number of crystals collected. The boulders increase in frequency and speed as time elapses.

Work

Re-use existing Rock Raiders animations and sound effects.

Create background image and sprites.

Simple game code and score counter.

Settings

Sound on /off.

Difficulty: Faster and more frequent initial boulders and higher points for harder settings.

7. Zap the Slug.

A simple game where speeding Slimy Slugs whiz across the screen. The player must click on them with the mouse before they disappear into a hole. A successful click teleports the Slug off the screen and a counter keeps track of the number teleported. The slug's speed up as time continues until the end of the level decided by time. Minifigures appear in the holes too and the player loses a point if they are clicked and teleported by the player.

Work

Re-use existing Rock raiders animation for sprite creation. Re-use existing sounds also.

Simple game code with on screen counter.

Settings

Initial slug speed and number on screen.

Sound on / off.

8. Counting with Rock Raiders and friends. (for very young children)

The 'Advisor' appears on the screen with a question such as, 'How many Rock Monsters are there?' This is followed by several animated sprites of various types. An on-screen counter counts down from a predefined number. The player hits one of the numeric keys and the Advisor either says 'That is correct!' or corrects the player by lighting up the sprites while counting. At the end of the round the Advisor gives a score out of ten.

Work

Re-use existing Rock raiders animation for sprite creation. Re-use existing sounds also.

Simple game code with on screen counter.
Some extra sounds and Advisor animations may have to be done.
Several colourful backgrounds to define each level.

Settings

Counter length (time in which to count the characters or objects)

Sound on / off